

What is claimed is:

- 1 1. A game machine in which an input of numerical data having a monetary value
2 serves as a trigger for starting a game, comprising:
3 a data input module for receiving the input of said numerical data;
4 a main memory for storing said numerical data and for outputting said stored
5 numerical data to at least said data input module; and
6 a sub-memory for storing said numerical data and for outputting said stored
7 numerical data only externally from a game machine system.
- 1 2. A game machine in which an input of numerical data having a monetary value
2 serves as a trigger for starting a game, comprising:
3 a data input module for receiving the input of said numerical data;
4 a main memory for storing said numerical data and for outputting said stored
5 numerical data to at least said data input module; and
6 a sub-memory for storing said numerical data and for outputting said stored
7 numerical data externally from a game machine system and to said main memory.
- 1 3. A game machine according to claim 2 wherein said numerical data, which is
2 output to said main memory from said sub-memory, is set beforehand.
- 1 4. A game machine according to claim 1 wherein said main memory is configured to
2 output said stored numerical data to said sub-memory.
- 1 5. A game machine according to claim 4 wherein said numerical data, which is
2 output from said main memory to said sub-memory, is set beforehand.
- 1 6. A game machine according to claim 1 wherein said main memory is configured to
2 output said stored numerical data outside said game machine system.
- 1 7. A game machine according to claim 1, further comprising:
2 a recording module for recording information onto a storage medium and for
3 outputting said storage medium, wherein said recorded information contains said

4 numerical data stored in said main and sub memories in association with data indicating
5 which memory said numerical data was stored in.

1 8. A game machine according to Claim 7 wherein said recording module records in
2 said storage medium, time information in which a time at which said recorded information
3 was recorded serves as a starting point.

1 9. A game machine according to claim 8, wherein said time information is time
2 elapsed from said starting point to when said recorded information recorded in said
3 medium becomes readable.

1 10. A game machine according to claim 1, further comprising:
2 a data display module for displaying said numerical data recorded in said main
3 and sub memories.

1 11. A game machine according to claim 1, wherein for dispensing said numerical
2 data having a monetary value as a prize as a result of playing a predetermined game, said
3 numerical data is allocated to and stored in said sub-memory.

1 12. A game machine according to claim 1, wherein for dispensing said numerical
2 data having a monetary value as a prize as a result of playing a predetermined game, said
3 numerical data is allocated to and stored in said main memory.

1 13. A game machine according to claim 1, further comprising:
2 an assigning module for separating and assigning said numerical data to said
3 main memory and said sub-memory,
4 wherein said numerical data separated and assigned to each memory unit is
5 respectively stored in said main memory and said sub-memory when said numerical data
6 corresponding to said monetary value is output as a prize as a result of playing a
7 predetermined game.

1 14. A game machine according to Claim 13 wherein said assigning module contains
2 a set-up module, by which an assigning ratio of said numerical data is set.

1 15. A game system comprising:
2 one or more game machines according to claim 1; and
3 a control unit for communicating with each game machine;
4 wherein each game machine generates information containing said numerical data
5 stored in said main and sub memories in association with data indicating which memory
6 said numerical data was stored in, assigns a unique control code to said information, and
7 outputs said information to said control unit.

1 16. A game machine according to claim 2 wherein said main memory is configured
2 to output said stored numerical data to said sub-memory.

1 17. A game machine according to claim 16 wherein said numerical data, which is
2 output from said main memory to said sub-memory, is set beforehand.

1 18. A game machine according to claim 2 wherein said main memory is configured
2 to output said stored numerical data outside said game machine system.

1 19. A game machine according to claim 2, further comprising:
2 a recording module for recording information onto a storage medium and for
3 outputting said storage medium, wherein said recorded information contains said
4 numerical data stored in said main and sub memories in association with data indicating
5 which memory said numerical data was stored in.

1 20. A game machine according to Claim 19 wherein said recording module records
2 in said storage medium, time information in which a time at which said recorded
3 information was recorded serves as a starting point.

1 21. A game machine according to claim 20, wherein said time information is time
2 elapsed from said starting point to when said recorded information recorded in said
3 medium becomes readable.

1 22. A game machine according to claim 2, further comprising:

2 a data display module for displaying said numerical data recorded in said main
3 and sub memories.

1 23. A game machine according to claim 2, wherein for dispensing said numerical
2 data having a monetary value as a prize as a result of playing a predetermined game, said
3 numerical data is allocated to and stored in said sub-memory.

1 24. A game machine according to claim 2, wherein for dispensing said numerical
2 data having a monetary value as a prize as a result of playing a predetermined game, said
3 numerical data is allocated to and stored in said main memory.

1 25. A game machine according to claim 2, further comprising:
2 an assigning module for separating and assigning said numerical data to said
3 main memory and said sub-memory,
4 wherein said numerical data separated and assigned to each memory unit is
5 respectively stored in said main memory and said sub-memory when said numerical data
6 corresponding to said monetary value is output as a prize as a result of playing a
7 predetermined game.

1 26. A game machine according to Claim 25 wherein said assigning module contains
2 a set-up module, by which an assigning ratio of said numerical data is set.

1 27. A game system comprising:
2 one or more game machines according to claim 2; and
3 a control unit for communicating with each game machine;
4 wherein each game machine generates information containing said numerical data
5 stored in said main and sub memories in association with data indicating which memory
6 said numerical data was stored in, assigns a unique control code to said information, and
7 outputs said information to said control unit.